

NTSGA RULES OF TOURNAMENT PLAY

NTSGA plays by USGA rules, however, modified for the enjoyment of all members and to speed up play during the course of our tournament rounds. All members must observe the following rules and help remind playing partners to follow these rules ensuring equal playing conditions for all players:

1. Winter Rules. (During the entire year) The ball may be moved (lift, cleaned and placed) within one club length, but no closer to the hole "through the green". Through the green is defined as the whole course except the teeing ground, putting green and all hazards. You cannot use your club, foot or hands to build a lie by roughing or raising the turf or mashing down the turf behind the ball, the exception is on the teeing ground. This NTSGA rule is in effect throughout the year for all tournament play, unless otherwise indicated before play begins. You may use the longest club in your bag to improve your lie, but not the position of the ball. The ball must remain in the same cut of grass after the improved movement. If the ball is in the fairway, it may be moved 1 club length to an improved position, no closer to the hole remaining in the fairway. If the ball is in the fringe of the green, it may be moved one club length, no closer to the hole, remaining in the fringe. If the ball rests in tall grass, the lie may be improved by 1 club length, but must remain in the tall grass. Often, areas appear to be hazards, but are not marked. We will not play these unmarked areas as a hazard. If there is a question by an opponent, the player should play the ball as it lies and then play a provisional ball from the improved lie to the completion of the hole, pending a subsequent ruling.
2. Bunker Play. A ball hit into a bunker must be played as it lies. Incidental touching of the sand is permitted. The ball may not be moved, unless it rests in a human or animal footprint, mud, water or an abnormal condition created by maintenance equipment. If a ball rests in wet sand and the bunker has areas of dry sand, the ball may be lifted, dry sand raked and the ball dropped in the raked sand. Loose impediments may be removed. If there are no dry areas in the bunker, drop the ball on the tee side of the bunker within one club length from the front edge of the bunker. There is no penalty. The bunker should be between the player and the green. A ball may be lifted any time from a bunker, but the golfer incurs a 2 stroke penalty. The other playing partners should agree on the correct action to be taken if a ball is to be repositioned.
3. Scoring. You must record a complete score on each hole, maximum score on any hole: triple bogey.
4. Out of Bounds, Hazards, Penalty Areas. A ball hit out of bounds (defined by white stakes), in a hazard (defined by red stakes) or in a water hazard (penalty area), may be brought back into play at the point where it last crossed the hazard boundary. You may play your next shot within 2 club lengths from that point or anywhere on a straight line from where it crossed the hazard boundary, back to where you hit the errant shot. Penalty: 1 stroke. Anytime a ball is out of bounds or in a penalty area, the golfer incurs a 1 stroke penalty. A ball hit into a hazard (defined by red stakes) may be played as it lies. Loose impediments may be removed. Grounding of your club is permitted. In a poorly marked hazard, the contour of the hazard area is the determining factor. You cannot use the one club rule to put a ball that is in a hazard or is out of bounds, back in play.
5. Lost Ball. Drop another ball within 2 club lengths as near as possible to where the lost ball was last seen crossing the boundary and play from that point. Penalty: 1 stroke.
6. Replace all divots and turf displaced in making a shot from the tee or fairway. Repair ball marks, divots and spike marks on the green.
7. Putt out when it is your turn, if you can do so without stepping in another player's putting line.
8. Steel spikes are not allowed. Players are responsible for proper dress codes (no jeans, denim, tank tops).
9. Players may tee off from the back or forward tees at their choosing. The Handicap Chairman must be notified of their choice. If the player changes tee boxes, they must play their new tee box for at least six (6) months.
10. Putts. All putts must be holed out, unless putting for a triple bogey...pick up and move on. Gimme putts are not allowed. If a member picks up his ball (in a rage of disgust, forgetfulness or thinking it is too short to putt) and proceeds to tee off on the next hole – he will be disqualified from the event. If he realizes his mistake, returns his ball to the putting surface and putts out, he will be assessed a 2 stroke penalty for lifting his ball without marking the spot prior to hole completion. Players may not change balls on the green.
11. Scorecards. All scorecards must be initialed by each player in the group and submitted to the Scoring Committee immediately following the round. Failure by a player to initial the scorecard will result in disqualification.